ELECTRONIC ENGINEERING LTD.

OLED Keypad

User's Guide

P/N: RUNOLEDWG

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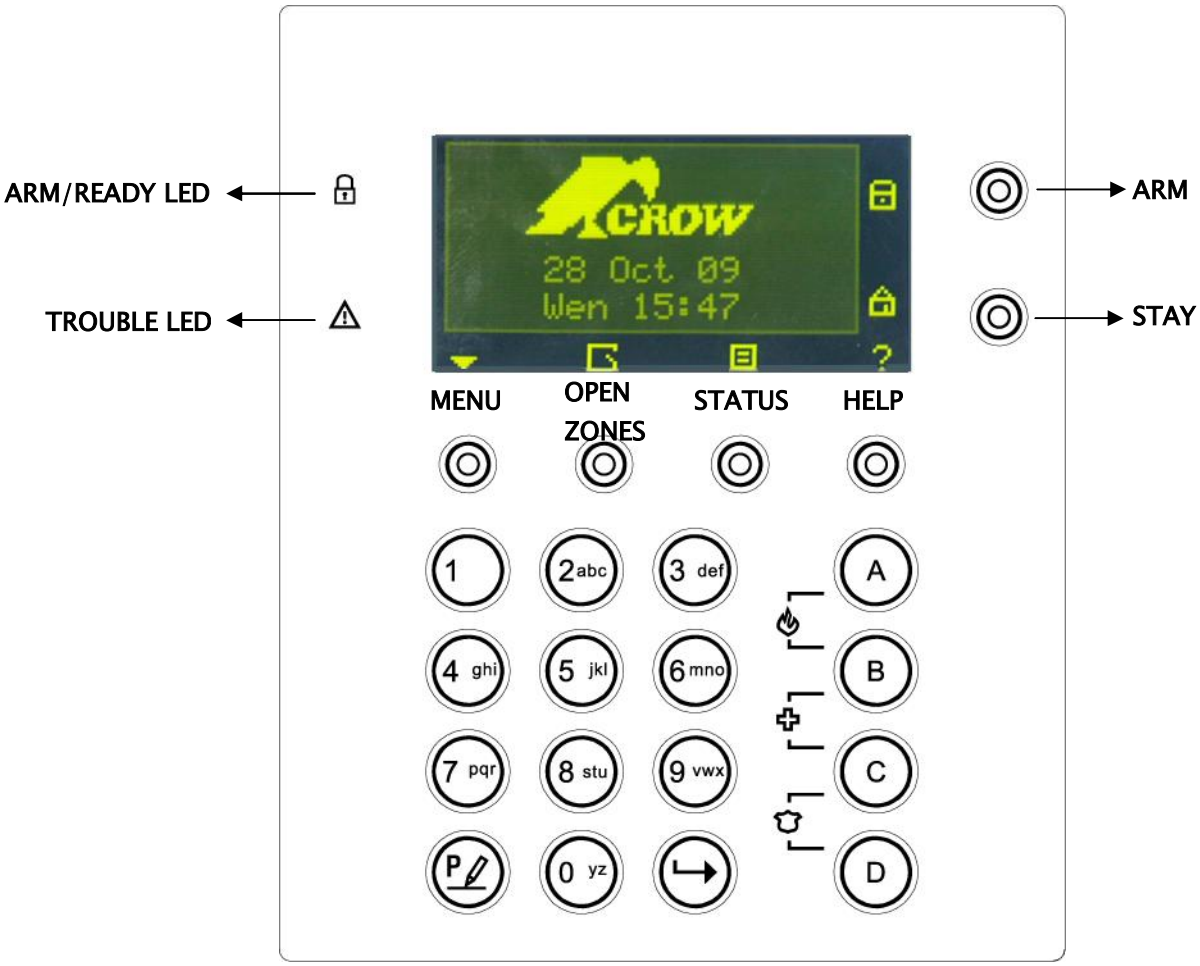
Keypad Description

The OLED Keypad shows all the information required to operate the system. The User communicates with the alarm system via the keypad. The Keypad displays continuous information about the status of the alarm system, and enables the User to operate the system in different modes, change settings and program Users access codes.

The keypad also collects and records events to be displayed afterward on request, to overview system activities, and to analyze system performance for diagnostics.



Function Keys

These keys are used to arm the system, enter commands to alter system settings, or scroll through the history events.

ARM, STAY, BYPASS, PROGRAM, CONTROL, MEMORY, PANIC, ENTER, MENU,

(A), (B), (C), (D) **-** these buttons are pre-programmed:

(A) **- Arm Area A**

(B) **- Arm Area B**

(C) **- Chime**

(D) **- Bypass**

These buttons can be reprogrammed at Local Edit mode **(see P21 "button assignment")**

Alphanumeric Keys

These keys are used to enter codes, Initiate Emergency or used for programming.

Audible Signals

When the keypad is used to activate or deactivate the different functions it emits different audible beeps. Their meaning is described in the table below.

Table 1 List of Audible Signals

Sound	Sequence	Description
Short beep	Once only	A key in the keypad has been pressed.
3 short beeps	Once only	Operation carried out successfully.
Long beep	Once only	Illegal operation or wrong key pressed.
Slow beeping	Through the Exit or Entry delay time	Exit or entry delay warning. When arming the system, this indicates you must exit the protected area. When disarming the system, it indicates you have entered the protected entry zone.

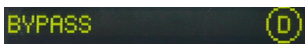
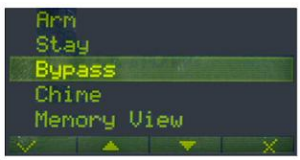
Indicators

- ARM/READY -RED/GREEN
- TROUBLE-RED

Summary of Functions

The system's main functions are listed in table

Function	Keys	Description	Notes
Full or Partition Arm	CODE	Initiates full arm	
Full Arm		Initiates full arm	Only if enabled by installer. Another way use Arm operation is to enter a MENU and scroll down, until the Arm option.
Disarm during exit		Disarms the system during exit delay	Only when slow beeping is emitted.
Disarm	CODE	Disarms the system	Stopping Alarms.
Function	**Keys**	**Description**	**Notes**
Arm Stay	CODE	Initiates partial alarm when the user is home	Only if enabled by installer.
Arm Stay		Initiates partial alarm when the user is home	Another way use Stay operation is to enter a MENU and scroll down, until the Stay option.

Function	Keys	Description	Notes
Disarm Stay	CODE → ↵	Disarms the system	
Disarm Stay	🔒 ◎	Disarms the system	
Bypass	BYPASS → Zone # → ↵	Bypasses a zone(s)	Repeat the procedure to un-bypass zones. Bypass button can be one of the following buttons: A, B, C, D Another option to bypass ▼ is by enter MENU ◎ and scroll down until the bypass option. **Option 1:**  At this case D Button assigned to operate bypass. **(default)** **Option 2:** **MENU:** ▼ ◎ 
Initiate Panic	C + D	Activates emergency alert	
Initiate Medical	B + C	Activates emergency alert	
Initiate Fire Alarm	A + B	Activates emergency alert	
Memory	MEMORY	Initiates display of events from memory. ✓ ✕ ◎ or ◎ cancels memory readout	Displays events and current faults of the system. Memory button can be one of the following buttons: A, B, C, D Another option to enter memory is by enter MENU

Function	Keys	Description	Notes
			▼ and scroll down until the Memory View option.
Chime Enable/disable	☞ C	Enable or disable chime function	Chime button can be one of the following buttons: A, B, C, D. C **(default)** Another way to use Chime operation is to ▼ enter a MENU and scroll down, until the Chime option.
Control	☞ CONTROL ☞ Device# ☞ ↵	Activates or deactivates outputs and devices	Control button can be one of the following buttons: A, B, C, D.

Note: If you started an operation incorrectly, press ↵ to exit and return to the previous mode.

How to Arm the System before Exit

Preparing the System for Arming

Verify that all zone indicators are off, when all zones are closed (all doors, exits and windows are closed and motion in the protected area is restricted or bypassed), the system is ready to be armed. If one or more zone indicators are illuminated, it displays the open zones.

When system is ready, there is ready indication light at green.

Close open zones, or bypass them. Bypass any zone you cannot close. To see which zones

are in bypass mode, press or

Note: Bypassed zones are not protected.

Arming the System

Before leaving premises you must arm the system.

Arming the alarm system turns on all detectors in the partition/s being armed.

1. Enter your **code**.
2. Press to arm the system.

   There is an exit delay prior to the system being armed. During this delay time, a slow beeping is heard to indicate that the system is not armed yet and reminds you to vacate the protected area.

The following writing lights up at the screen to indicate that the system is armed:

Armed A – for Area A, and **Armed B** – for Area B.

The indicators may go out few seconds after exit delay times out, depending on the installation setting.

- To disarm the system during the exit delay, press .

Quick Arm (When enabled at installation)

- Press to arm the system.

  During exit delay time, a slow beeping is heard reminding you to vacate the protected area.

Disarming the System

1. Enter your **code**.
2. Press .

   The **A** or **B** indicator goes off, the system is now disarmed.

Stopping and Resetting Alarms

1. Enter your **code**.
2. Press .

   This stops the alarm at any time, and also turns off any audible sirens.

Arming the System While Staying Home

Arming the System in Stay Mode

This type of arming is used when people are present within the protected area. At nighttime, when the family is about to retire, perimeter zones are protected, but not the interior zones. Consequently, interior movements are ignored by the system.

1. Enter your **code**.
2. Press .

(should be configured by installer)

The following writing lights up at the screen to indicate that the system is armed in stay mode:

Stay Armed A – for Area A, and **Stay Armed B** – for Area B.

Quick Stay

- Press to arm the system.

  During exit delay you can leave the premises. If you wish to stay, or you don't want anybody to enter the protected premises, you can cancel the **Entry/Exit** delay by pressing the key.

  The slow beeping stops and the system is then immediately armed.

  The following writing lights up at the screen to indicate that the system is armed in stay mode:

Stay Armed A – for Area A, and **Stay Armed B** – for Area B.

Disarming the System

Enter **user's code** and press , or press if enabled by installer.

How to Arm Partitions

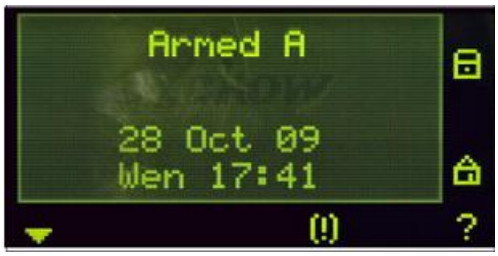
The protected area can be grouped into 2 separate partitions (**A** or **B**). The system can be grouped for User's convenience to separate, in a business environment, the offices from the warehouse area, or in a private residence, the different rooms of the home, e.g., living room, bedroom, etc.

To arm partition A enter user code for partition A

To arm partition B enter user code for partition B

Note: to arming partition with code see page 5 "How to arm the system before exit"

During exit delay you can leave premises. At the end of the procedure, the following writing lights up at the screen to indicate that the system is armed:



Armed A – for Area A, and **Armed B** – for Area B.

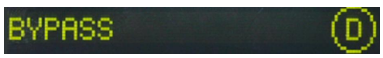
To disarm partition, see "Disarming the System".

How to Bypass Zones

Bypass any zone that cannot be closed. You can bypass selected zones prior to arming. It is also used to temporarily exclude a faulty zone from service, which requires repair.

To bypass a selected zone, press <**BYPASS**>, Bypass function can be any one of the following buttons A, B, C, D. Another option to bypass is by enter MENU and scroll down until the bypass option.

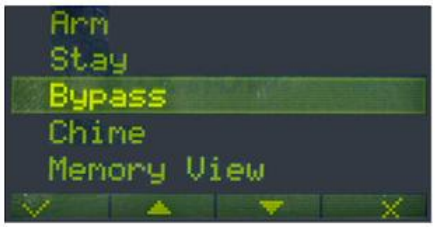
Option 1:



At this case the D **(default)**
Button assigned to operate bypass.

Option 2:

MENU:



Enter the **zone number (e.g. 01, 05, 12)** one or more zones.

To see which zones are in bypass mode, press or

To reset bypassed zones, press <**BYPASS**>, enter **zone number** (example, 07, 13)

To see that the zones removed from bypass mode, press or

NOTE:

Disarming automatically un-bypasses all zone.

Using Chime (If enabled at Installation)

A Chime (Day zone) is a detector that can be part armed while you are at home but working in another part of the building. It can be programmed to operate a buzzer or light to let you know you have a visitor.

To disable the Day (chime) zone, press . Indication that Chime is disabled:

To enable Chime mode press .Indication that Chime is enabled:

Emergency Alerts

This three special key's function is best programmed by your installer to suit your individual situation. Most commonly it is used in a panic situation.

These are a "**PANIC**", "**FIRE**", and "**MEDICAL**" alarm.

How to initiate Panic

- Press simultaneously keys (C) and (D) .

How to initiate Medical Alarm

- Press simultaneously keys (B) and (C).

How to initiate Fire Alarm

- Press simultaneously keys (A) and (B) .

Generate Threat or Duress

If you are compelled to disarm the system under threat, you must enter the duress digit before the user's code to activate the automatic dialer. The duress digit shifts up your usual code by one digit. If your code is 345 and 8 is your duress digit, than entering 8345 modifies your code. The modified duress code disarms the system in a normal way, but at the same time activates the dialer silently to report a "duress event" without arousing suspicion. (For details ask the installer).

System Messages

When viewing the memory events at the keypad by pressing the <**MEMORY**>, the first thing that is always displayed is the system messages. If the system led turns ON but no other Zone LED's are ON at the same time, this means that there are no current system alarms. If a zone LED and LED's are ON then this indicates system alarms that have not yet cleared. The LED's 1-8 are pre-defined as to what system alarm they display. These system alarm indications are shown in the table below.

Following the display of current system alarms the panel sequences through the 255 historical memory events starting at the most recent event. The second table shows the alarm events that can be displayed in memory mode and what indicators are used to show them.

How to Read Trouble Messages and Events from Memory

Any failure or abnormal events that may occur are indicated by trouble messages, and the Trouble indicator is lit. Press <**MEMORY**> to read out messages and other events stored in

memory. Memory button can be one of the following buttons: A, B, C, D . Another

option to enter memory is by enter MENU and scroll down until the Memory View option:

Press to enter the memory event.

or cancels memory readout.

Special indications

OLED Keypad has special indications, to indicate current troubles, or current status of the system.

If on the main screen of the keypad, there is a following icon then, by pressing on the button below, will show the current status of the control panel, it will show open zones, bypassed zones, and any informative data of the control panel. If on the main screen of the keypad, there is a following

icon , it means that there are some faults, currently, at the control panel, such as Mains fail, Phone Line fail, Low Battery etc… by pressing on the button below will show these current faults, and the informative data of the control panel.

Another icon exists constantly on the main screen - . This is Help button.

Press on this button if you want a quick reminder about the control buttons:

Second press on this button, will exit to main screen.

How to Control Outputs and Devices

The keypad enables you to control external devices, such as an air-conditioner or heater. To activate or halt a device:

1. Press **<CONTROL>.**

   Control button can be one of the following buttons: A, B, C, D.

2. Press the **number of the device**.

   This activates or deactivates the selected device.

3. Press <**CONTROL**>.

   The LED is lit for each device ON.

4. Press the **number of the device**, to turn the device off.

Entering the User Program/Client Mode

There are 2 levels of program mode, **CLIENT** mode and **INSTALLER** mode. Normally the installer gives you access to the **CLIENT** mode so you can add, delete, or change the user codes. If you request it your installer can provide you with access to the INSTALLER mode as well. To get into CLIENT mode provided the system is NOT armed Press P enter **Master code** and ↵.

If you get a single long beep at this point, it means your code cannot access Program mode.

How to Exit Program Mode

To exit out of program mode press P and ↵.

How to Change or Add Codes

About Master Code and the User Code

The factory default master code (1234) is intended as a preliminary control of the alarm system. After PowerWave is installed and put into service, the code can be changed to any code known to the Master user. The Master user can define up to 100 user codes. To limit access rights, the holder of the Master code can ask the installer to define several User profiles.

Access rights are listed below:

- User code has Area A and/or B permission
- User code can arm and/or disarm arm an area

- User code can arm and/or disarm arm an area in Stay mode
- User code can change its code
- User code can change user's code
- User code can Operate control Functions
- User code can change dialer telephone numbers
- User code can alter the real time clock
- User can answer an incoming call and start up/down load
- User can allow access to installer program mode from client mode.
- Initiate Walk-test mode.

How to Change the Master Code

While in **CLIENT** mode, Press and **1** to change Master code press . Use the numeric keyboard to enter your new Master code. The code can hold any combination of **1 to 6** digits. It is recommended using a multi-digit code. Press to save your new code, the new code is displayed to you on the screen. Press and exit user Code Program mode.

How to Add or Change the User Code

While in **CLIENT** mode, press then 1E and the **User number** (**2 to 100**) to add or change the code, press . Use the numeric keyboard to enter the new code. The code can hold any combination of **1 to 6** digits. Entering the new code deletes the old code. Press to **save** your new code.

Repeat the procedure for all users.

Press and to exit Local Program mode.

How to Delete the User Code

In client mode, press and the **User number** (**2 to 100**) you intend to delete, press .

The code is displayed to you. Press to delete User code.

Press to **save** the change.

Press and exit program mode.

Adding/Changing Telephone Numbers

Your panel accepts up to six phone numbers with a total of 16 digits. Your panel can be programmed to dial all or any of these depending on the event which has occurred. *(The six phone numbers are at program address* P181E 1-8E*).*

While in **CLIENT** mode, key in the following sequence **P181E 1E**

(The address for telephone number 1), the existing number is flashed out at the keypad then enter <**NEW TELEPHONE #>** .

At any time you can enter in the address for the telephone number just to view the currently programmed value.

For example, P181E 1E= PH # 1, P181E 2E = PH# 2, P181E 6E = PH# 6.

How to set Time and Date

The alarm system has an internal clock that may be used to automatically Arm or Disarm the alarm or turn Outputs On or off. It is also used to identify when events occurred in memory via the LCD keypad. If you need to change the Time & Date it must be done from the **CLIENT** mode. To change the Time & Date press

Press **<26>** **<2>** **<1-7>**
Where 1-7 = the current day (1=Sun, 2 = Mon to 7 = Sat)

Press **<26>** **<1>** **<HHMM>**
Where HH = Hour in 24 Hour Format and MM = Minutes

Press **<26>** **<3>** **<DDMMYY>**
Where DD =1-31 current date, MM= months 1-12, YY = year 00-99

How to start Walk Test Mode

While in **CLIENT** mode a User with the proper authority can start walk-test mode. This special mode latches the alarm signals from detectors at the keypad initiating the test so that one person can trigger every detector connected to the alarm then return to the keypad to verify operation. On terminating Walk-test mode the test results are put into the memory buffer so they can be viewed at a later time.

To start Walk-test mode while in **CLIENT** mode press **<200>** **<6>** and the keypad buzzer beeps at 1-second intervals.

Next trigger every detector connected to the panel then return to the keypad and all of the zones that were triggered are displayed on the keypad.

To terminate Walk-test mode press , the keypad stops beeping and automatically exits CLIENT mode.

How to Answer an In-Coming Call

From time to time your installer may need to access the alarm from a remote PC to make changes to your programming and for security reasons they may have configured the alarm so that an authorized person on-site is required to make the alarm system answer the in-coming call. This option is only available in CLIENT mode.

If the panel is not configured to answer in-coming calls, the user can force it to answer the call by pressing and holding <**CONTROL**> followed within 2 seconds by <9>. This forces the panel to answer the call immediately. For this function to work the phone line must be ringing at the time and there must have been at least two rings before pressing the buttons.

Provided the line connected to the alarm was ringing at the time, the panel now answers the call and allows a remote PC connection.

Control button can be one of the following buttons: , , , .

Using the Remote Command Control

Another powerful feature available from your alarm is Command Control. This feature is a remote control facility which allows valid users to access the panel via a standard touch tone telephone and check or changes the Arm/Disarm status of each of the areas, operate each of the eight outputs or turn on an optional Microphone.

The Command Control feature is only available on panels fitted with a Voice or DTMF board. The Voice board provides voice prompts to guide you through Command control operations whereas the DTMF board provides tones (one Long Tone for ON or three short beeps for OFF).

Please talk to your installer to find out if all or any of these options are available on your alarm.

To perform any of the Command Control features you must first ring the phone number, which the panel is connected to. The panel may be set up to answer after a specific number of rings or it can be set-up to use a fax defeat option. Either way, when you ring the phone number and the panel answers the call, the first thing you hear over the phone is a two seconds burst of modem tone. After this tone stops you must enter the access code, which is associated with the Command menu option you wish to access. *Remember, the code you enter determines which menu option you access*. If you miss the pause, the panel repeats the modem tone and then pauses again for 5 seconds looking for your access code. This process is repeated four times before hanging up, if no valid code is received. When entering codes or other information in Command Control the "#" key acts as a "*Clear*" button.

When you have entered the required 4-digit access code the panel replies with the status message associated with the Command Control function you have accessed. For example, let's say we have a code of "2045" to allow Arming & Disarming of Area A. Once the code "2045" has been received the panel checks the current status of Area A and replies with the pre-programmed voice message relating to that status. For example, if Area A is armed, then the Armed message is sent, if Disarmed then the Disarmed message is sent. If only the DTMF board is fitted, the voice message is substituted with a long beep if Area A is armed and three short beeps if it is disarmed.

Once the status message has informed you of the actual state, you can use the "*" key to toggle the option on & off or Arm and Disarm, e.g. in our example above, code "2045" accesses Area "A" arming or disarming.

Assuming the status message we received was "*Area A alarm is Armed" If* we press the "*" key, Area "A" is Disarmed and we would receive a status message "*Area A alarm is Disarmed" (or whatever message is programmed by the installer).*

While you are on-line with the panel you can move between menu options by entering the code of the option you want to control. Assuming there was a code of "4321" programmed to control outputs. After having used code "2045" to control the Arm/Disarm status of Area A we first press the "#" button to reset all previous entries. Then we can enter the digits "43215" (that is "4321" as the code to control outputs and "5" to select output #5). The current status of output #5 is given either by the voice message or the appropriate tone and then the status can be changed with the "*" button on the remote telephone.

NOTE:

For output control you must enter the 4 digit code, for example, 4321 followed by the output number you wish to control, in this case 5.

At any stage, if you enter in an incorrect code you can press the "#" button on the remote telephone to clear all code entries and then start again.

To turn on the optional Microphone (only available if the Voice Board is fitted) you must enter in the appropriate code followed by the "*" button. To turn the Microphone off you simply press the "*" button again.

To end a Command Control session simply hangs up the phone. The panel is monitoring the line at all times and 15 seconds after the last key press it automatically hangs up the line. This 15-second timer is active during the whole command control process so a period of 15 seconds without a key press causes the panel to hang-up.

Using Local Command Control

If a command control code for outputs is programmed and the output/s are allowed to be locally controlled from the keypad, then entering the 4 digit code at a keypad blanks the display and the zone LED's now indicate the output status. For example, if output 1 is on zone 1 LED is on. Pressing the "1" button at the panel keypad, output 1 can be turned off provided it is allowed to be locally controlled. To leave local command control mode simply press the button and the keypad returns to normal operation. This feature works the same way that "Directly Controlling an Output" works only it requires a code to access the function.

LCD Keypad in Local Edit Mode

The Local Edit Program Mode allows the programming of a customised "System Name" (the name displayed during idle mode at the keypad), Customised "Zone Names" (the text that appears on the keypad when a zone is unsealed), Customised "User Names" (the User name is displayed when viewing arm/disarm events in memory mode), Customised "Area Names" (the Area name is displayed when viewing arm/disarm events in memory mode) and Customised "Output Names" (the Output name is displayed when viewing Output On/Off events in memory mode).

Accessing Local Edit Mode

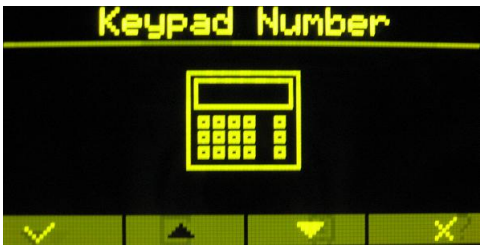
To enter Local Edit Program Mode Press **<MENU>**

And scroll until Local Edit option:

Press or .

The first menu that you will see is **Keypad Number**. To enter other menus, just scroll up or down, using the following buttons: . To enter other menu, press .

Changing Keypad Number



Press or to enter Keypad Number menu.

Type the desired Keypad Number and press or .

Edit Names at Local Edit Mode

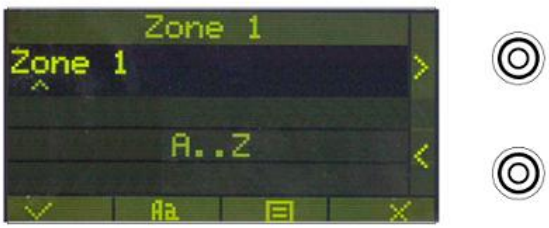
The Local Edit mode, allows you to edit names of **Panel, Users, Zones, Areas and Outputs**.

Use the following buttons: to select a desired menu and press or .

Use the following buttons to select desired item #.

Press or to enter the edit mode.

For example, the following picture describes the name edit of Zones.



Choose either capital letters or small letters:

Use the alphanumeric buttons to type the name.

▼Button #	1st Press	2nd Press	3rd Press	4th Press
1	* (')	# (<)		1
2	A (a)	B (b)	C (c)	2
3	D (d)	E (e)	F (f)	3
4	G (g)	H (h)	I (i)	4
5	J (j)	K (k)	L (l)	5
6	M (m)	N (n)	O (o)	6
7	P (p)	Q (q)	R (r)	7
8	S (s)	T (t)	U (u)	8

Use the following buttons to move the cursor:

To save the new name press or .

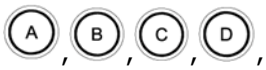
To cancel press .

To restore default names or use suggested names, press and select a desired name.

NOTE:

Use the same method to edit all other names: Panel Name, User Names, Zone Names, Area Names and Output Names.

Button Assignment

This feature allows you to program the use of the Control buttons  , in a desirable way, by you.

This is a **default** use of the buttons. To change their operation, press a desired button several times, until a desired option will appear. For example, in order to make a A button to operate bypass, press it 3 times. This method works for other control buttons.

To save the new setting, press ↵ button.

Changing Language

To change the language, enter the language menu, using ◎ or ↵.Select a desirable language:

and press ◎ or ↵.

Adjusting Backlighting

The user can independently adjust the backlight level of the Keypad Buttons.

Press or to enter Button Backlight menu

To **increase the Crow LCD backlight** level Press "+".

To **reduce the Crow LCD backlight** level Press "-"

Press or to save the settings.

Press to cancel settings.

Resetting All Text to Default

To reset text to default, scroll down the menus until the following menu:

Press or .

The updating process will be shown at the screen:

Copying Text to another LCD or OLED Keypad

If more than one LCD or OLED keypad is connected to the panel, it is possible to copy the edited Text from one LCD or OLED keypad to all other LCD or OLED keypads connected to the same panel.

To copy text to other keypads, scroll down the menus until the following menu:

Press or .

The updating process will be shown at the screen:

Exiting Local Edit Program Mode

Press button to exit Local Edit Mode.

NOTE:

Everywhere when pressing **button is allowed, you can press the** **button as well.**

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For technical assistance with this product, please contact your systems installer/supplier.